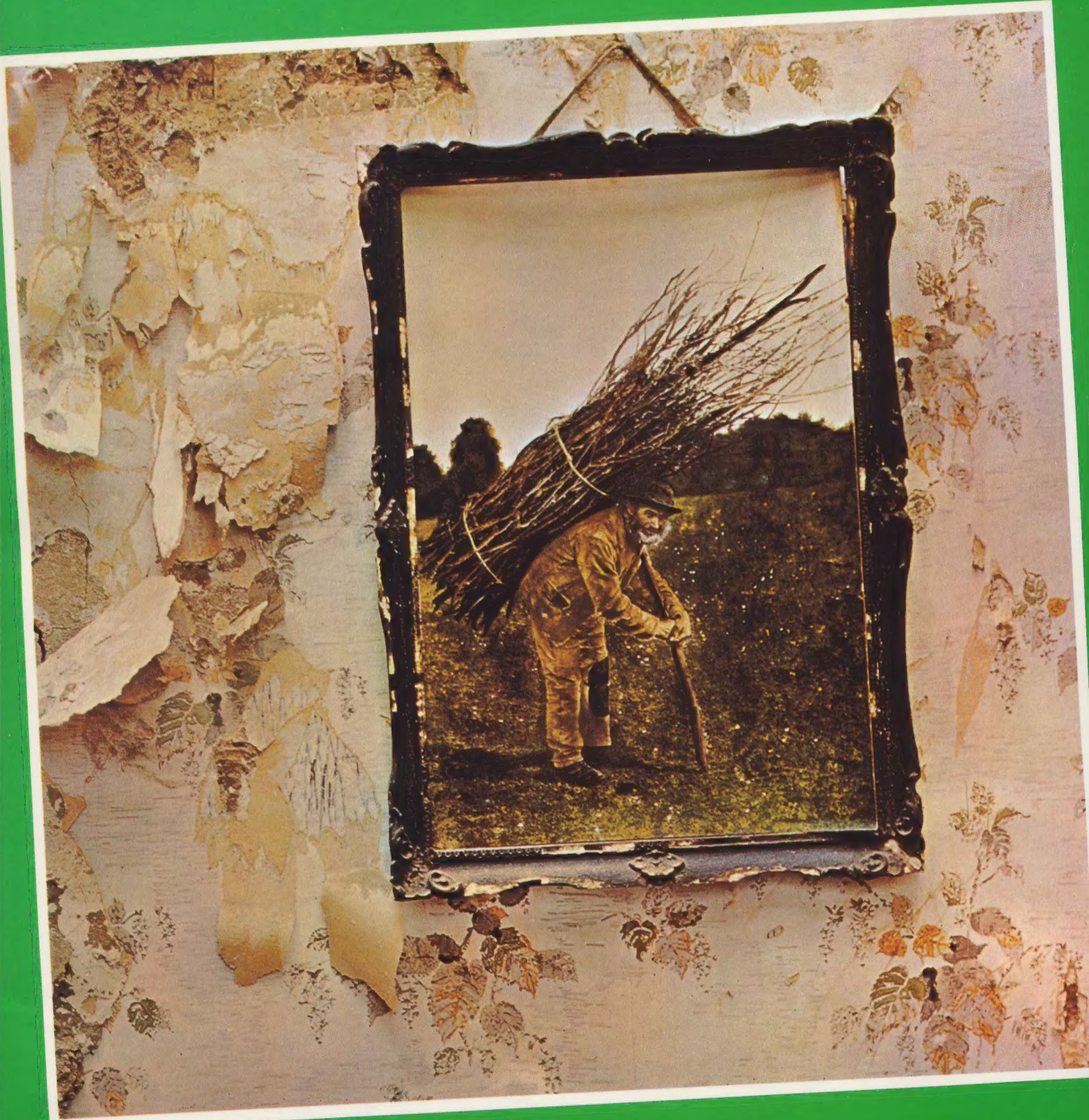


LED ZEPPELIN

4th
ALBUM

OFF THE RECORD



LED ZEPPELIN

BLACK DOG

by Jimmy Page/Robert Plant/John Paul Jones
© 1972 SUPERHYPER PUBLISHING

BLACK DOG

GUITAR

The song is based on some very tight guitar riffing with Jimmy Page's characteristic sound - natural distortion from the amplifier and strong attacking pick work. There are a number of time changes, so the rhythm needs extra attention.

BASS

The heart of the song is the bass' unison playing with the guitar, so for the bass player, the key points are effective

accented picking and accurate timekeeping. Practise so that your timing gels smoothly with the guitarist's.

DRUMS

The drum part is based on simple but powerful eight beat rhythm patterns. Be sure to master the triplets which are the key to it and play them with a broad swinging feel. There are various time changes, so keep your timing accurate and don't hold up the flow of the rhythm.

A

A7

Vo. Hey, hey, ma - ma, said the way you move - gon - na make you sweat, - gon - na make you groove.

Gt.

Ba.

Dr.

A7

Vo.

Gt.

Ba.

Dr.

① (Gt.-I, II ; Unison)

h.+p.

h.+p.

h.+p.

h.+p.

②

③

① (Gt.) : The main riff. Strong picking is needed for a powerful drive.

② (Ba.) : Make sure you synchronise well with the bass drum accents and play with a broad swinging feeling.

③ (Dr.) : Each beat must be well accented and made to count.

A7

Vo. *Oh, oh, child, way you shake that thing gon-na make you burn, gon-na make you sting,*

Gt. *(20)*

Ba. *(5)*

Dr. *(1) (2) (3)*

A7

Vo. *(Silence)*

Gt. *h.+p. (5 7 5 7 7 5 7 5 5 7 7 5 7 3 5 2 0 2 0)*

Ba. *h.+p. (5 7 5 7 7 5 7 5 5 7 7 5 7 3 5 5 5)*

Dr. *(Silence)*

A7

Vo. *Hey, hey, ba-by, when you walk that way watch your hon-ey drip, can't keep a-way.*

Gt. *(20)*

Ba. *(5)*

Dr. *(Silence)*

Vo. A7 B A7

Gt. h.+p.

Ba. h.+p.

Dr. h.+p.

Vo. A7 E7

Gt.

Ba.

Dr.

Vo. E7 A7

Gt. h.+p. (Gt.-I, II ; Unison)

Ba. h.+p.

Dr. h.+p.

A7 (Chorus)

Ah ——— yeah ah ——— yeah ah, ——— ah, ——— ah.

4

cho. C. D. p.

cho. C. D. p.

cho. C. D. p.

cho. C. D. p.

Gt. I

Gt. II

Ba.

Dr.

A7 1. C A7

Ah ——— yeah ——— ah ——— yeah ——— ah, ——— ah, ——— ah. ——— I got- ta roll, —

4

cho. C. D. p.

cho. C. D. p.

cho. C. D. p.

cho. C. D. p.

cho. C. D. p.

cho. C. D. p.

Gt. I

Gt. II

Ba.

Dr.

① (Gt.) : There should be no edge to the riffing here; the sound of the phrasing needs to be expansive.

A7

Vo. can't stand still, got a flame in my heart, can't get my fill,

Gt. (Gt.-II) (Gt.-I, II; Unison)

Ba.

Dr.

A7

Vo. Eyes that shine

Gt. h.+p. 3

Ba. h.+p. 3

Dr. 3

A7

Vo. burn - ing red, dreams of you all thru my head.

Gt.

Ba.

Dr.

A7

Vo. *Ah ah*

Gt. *h.+p.*

Ba. *h.+p.*

Dr.

A7

Vo. *ah ah ah ah ah ah ah ah*

Gt.

Ba.

Dr.

A7

Vo. *ah ah ah*

Gt. *(Gt.-I, II; Unison)*

Ba.

Dr.

D A7 Dsus4(onE) D

Vo. Hey, ba - by, oh, ba - by, pret-ty ba - by, la la la la la la la la.

Gt.-I

Gt.-II

Ba.

Dr.

⑤

A7 Dsus4(onE) D

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

⑤(Dr.) : Simple drumming, but take care over the triplet feel.

Vo. A7 Dsus4(onE) D

Hey, ba - by, oh, ba - by, pret-ty ba - by, la la la la la la la la.

Gt.-I

Gt.-II

Ba.

Dr.

Vo. A7 Dsus4(onE) D E A7

Did- n't take too long _____ 'fore

Gt.-I

Gt.-II

Ba.

Dr.

A7

Vo. I found out _____ what peo - ple mean _____ by down and out. _____

Gt. (Gt.-II) (Gt. I, II; Unison)

Ba. (5)

Dr.

A7

Vo. Spent my mon - ey,

Gt. h.+p. h.+p. h.+p. h.+p.

Ba. h.+p. h.+p.

Dr.

A7

Vo. took my car, _____ start-ed tell - in' her friends _____ she wants to be a star. _____

Gt. (Gt.-II) (Gt. I, II; Unison)

Ba. (5)

Dr.

A7

Vo. 


I don't know _____ but

Gt. 

Ba. 


Dr. 


A7


Vo. 

I been told _____ a big legged wom - an ain't got no soul. _____


(Gt.-I,II;Unison)

Gt. 

Ba. 

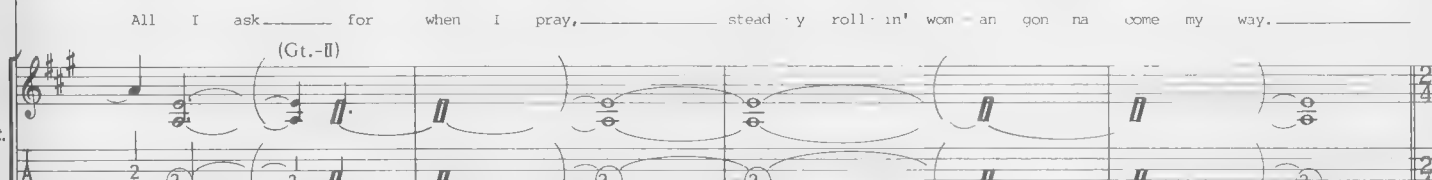
Dr. 


2.
 F A7


Vo. 

All I ask _____ for when I pray, _____ stead y roll in' wom an gon na come my way. _____

(Gt.-II)

Gt. 

Ba. 

Dr. 

A7

Vo. *Need a wom - an gon - na*

Gt.-I

Gt.-II

Ba.

Dr.

A7

Vo. *hold my hand — and tell me no lies, — make me a hap - py man. —*

Gt.-I

Gt.-II

Ba.

Dr.

⑥ (Gt.) : If you have only one guitar, then play the Gt.-II part here.

A7

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

A7

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

⑦ (Gt.) : Take your time with your bending in this triplet section and play each note clearly. It's easy to get carried away by the tempo here, so keep your ears open for the rest of the band.

Vo. Dsus4^(onE) D A7 Dsus4^(onE) D A7

Gt.-I 4. 4.

Gt.-II cho. h. cho. cho.

Ba. 7 7. 7 5. 5 3 3 5 3 5 3 3 3 5 3 0 5 3 5 3 7 7. 7 5.

Dr. 7 7. 7 5. 5 3 3 5 3 5 3 3 3 5 3 0 5 3 5 3 7 7. 7 5.

Vo. A7 Dsus4^(onE) D A7

Gt.-I 4. 4.

Gt.-II cho. cho. C.D. cho. C.D. cho.

Ba. 1. 4.

Dr. 4.

Chord progression: A7 Dsus4(onE) D A7

Vo. (Vocal): Rests throughout the measure.

Gt.-I (Guitar I):

- First half: 4. (fourteenth fret), 4. (fourteenth fret)
- Second half: 4. (fourteenth fret), 4. (fourteenth fret)

Gt.-II (Guitar II):

- First half: 8va → cho. (choiced), C.D. p. cho. (C.D. p. choiced), 15 15 15 15 13 15 15 15 13 15 13
- Second half: cho. (choiced), 19 19 17 19 19 17 17 20 20 C.D. cho. cho. (C.D. choiced choiced)

Ba. (Bass): 4. (fourteenth fret), 4. (fourteenth fret)

Dr. (Drums): 4. (fourteenth fret), 4. (fourteenth fret)

Chord progression: Dsus4(onE) D A7 Dsus4(onE) D

Vo. (Vocal): Rests throughout the measure.

Gt.-I (Guitar I):

- First half: 4. (fourteenth fret), 4. (fourteenth fret)
- Second half: 4. (fourteenth fret), 4. (fourteenth fret)

Gt.-II (Guitar II):

- First half: 19 17 20 20 17 20 20 C.D. cho. (C.D. choiced choiced), 19 20
- Second half: cho. (choiced), 20 20 20 20 C.D. cho. (C.D. choiced choiced), 19 19 19 17 19 17 8. (octave)

Ba. (Bass): 4. (fourteenth fret), 4. (fourteenth fret)

Dr. (Drums): 4. (fourteenth fret), 4. (fourteenth fret)

Chord progression: A7, Dsus4(onE), D, A7

Vo. (Vocal): A7, Dsus4(onE), D, A7

Gt.-I (Guitar I): 4. (4th fret), 4. (4th fret)

Gt.-II (Guitar II): cho. (cho.), p. cho. (p. cho.), p. cho. (p. cho.), p. cho. (p. cho.), p. (p.), p. (p.)

Ba. (Bass): 4. (4th fret), 4. (4th fret)

Dr. (Drums): 4. (4th fret)

Chord progression: A, Dsus4(onE), D, A7

Vo. (Vocal): A, Dsus4(onE), D, A7

Gt.-I (Guitar I): 4. (4th fret), 4. (4th fret)

Gt.-II (Guitar II): cho. (cho.), cho. (cho.), 3 (3), 3 (3), 3 (3), 3 (3)

Ba. (Bass): 4. (4th fret), 4. (4th fret)

Dr. (Drums): 4. (4th fret)

A7 Dsus4(onE) D A7

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

A7 Dsus4(onE) D Dsus4(onE) D

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

7

Fade Out

LED ZEPPELIN

ROCK AND ROLL

by Jimmy Page Robert Plant/John Paul Jones/John Bonham
© 1972 SUPERHYPE PUBLISHING

ROCK AND ROLL

GUITAR

A classic Zeppelin number. As the title implies, the phrasing is all in typical rock 'n' roll style - strong picking, a big sound, and straightforward tight backing work. The solo features a number of tricky passages, so tackle them with care and concentrate on one at a time.

BASS

A very orthodox eight beat root note bass line here. Bass and bass drum are often playing the same pattern, so be sure to beef up your sound with a strong attack and accurate rhythms. The more simple it is, the more you

need techniques to bring out the accents and the feel of the thing.

DRUMS

The eight beat rhythm pattern forms the basis of the song, and the powerful bass drum gives it its characteristic feel. There's little call for delicacy; raw power is what's needed, but that needn't mean rough playing. Concentrate on strict timekeeping to bring out the feel of the piece.

Intro.

Vo.

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

1

1 (Dr.) : Play the hi-hat half open like a crash cymbal.

A **D**

Vo.

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

D **A** **E**

Vo.

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

●(Gt.) : For the semitone bends at the third fret (5th, 6th strings), pull the strings down. The timing of the syncopation needs to be exact.

A **B** **A**

Vo. It's been a long time since I Rock and Rolled,

Gt.-I cho. 2

Gt.-II cho.

Kb.

Ba. h. 3

Dr.

A

Vo. It's been a long time since I did the Stroll. Ooh,

Gt.-I 4. 4.

Gt.-II

Kb.

Ba. h. h.

Dr.

③ (Ba.) : Powerful alternate picking.

D **A**

Vo. let me get it back, let me get it back, let me get it back, ba-by, where I come from.

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

A **E**

Vo. It's been a long time, been a long time, been a long

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

D **A**

Vo. lone - ly, lone - ly, lone - ly, lone - ly lone - ly time, yes it has.

Gt.-I cho. cho. cho. cho.

Gt.-II

Kb.

Ba.

Dr.

A **C** **A**

Vo. It's been a long time since the book of love, I

Gt.-I

Gt.-II

Kb.

Ba. h. h.

Dr.

System 1:

Vo. ^A can't count the tears of a life with no love. ^D Car-ry me back, car-ry

Gt.-I 4. 4.

Gt.-II

Kb.

Ba. 4. 4. h. 3 5 5 5 5 5 5 5

Dr. x

System 2:

Vo. ^D me back, car-ry me back, ^A ba-by, where I came from. Woh

Gt.-I x

Gt.-II

Kb. x

Ba. x

Dr. x

A E D

Vo. It's been a long time, been a long time, been a long lone - ly, lone - ly, lone -

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

D A

Vo. - ly, lone-ly, lone -ly time. Oh

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

[D] A D

Vo. 

Gt.-I  cho. cho. cho.

Gt.-II 

Kb. 

Ba. 

Dr. 

D A E E(onD)

Vo. 

Gt.-I  cho. cho. cho.

Gt.-II 

Kb. 

Ba. 

Dr. 

④ (Ba.) : Support the guitarist by being tightly in time with the bass drum.

Vo. A E A

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

Vo. A

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

⑤(Gt.) : The trick with the pulling-off here is to boost the sound of the open strings by pulling off and down.

⑥(Gt.) : Pick the beginning of each beat strongly to create the impression of fully picked phrasing.

A **D**

Vo.

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

D **A**

Vo.

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

Chord progression: E D A

Vo. (Vocal):

Gt.-I (Guitar I):

Gt.-II (Guitar II):

Kb. (Keyboard):

Ba. (Bass):

Dr. (Drum):

Annotations: p., cho., h., h.+p., h. 3 p., ③, ⑦

Chord progression: A F A

Vo. (Vocal):

Gt.-I (Guitar I):

Gt.-II (Guitar II):

Kb. (Keyboard):

Ba. (Bass):

Dr. (Drum):

Annotations: h., cho., ②, ⑧, h.

Lyrics: Oh Seems so long—since we walked in the moon - light,

⑦ (Gt.): Pull-off as in ⑤, but here you should mute lightly with your right hand.

A

Vo. mak- ing vows that just can't work right,

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

A **D**

Vo. Oh Yeah O- pen your arms, o- pen your arms, o- pen your arms, ba- by, let my love come

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

A **E**

run-ning in. It's been a long time, been a

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

E **A**

long time, been a long lone - ly, lone - ly, lone - ly, lone - ly, lone - ly time.

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

A G A

Vo. Yeah Yeah

Gt.-I cho. cho.

Gt.-II cho.

Kb.

Ba. h. h.

Dr.

A

Vo. Yeah Yeah

Gt.-I

Gt.-II S. S.

Kb.

Ba.

Dr.

Vo. A D

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

Vo. D A

Woo Yeah Woo Yeah Woo Yeah

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

A **E** **D**

Vo. Woo — Yeah — It's been a long time, been a long time, been a long lone - ly, lone - ly, lone -

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

D **Tempo Free** **A**

Vo. - ly, lone - ly, lone - ly time.

Gt.-I

Gt.-II

Kb.

Ba.

Dr. Fill in Solo

THE BATTLE OF EVERMORE

GUITAR

Only two acoustic guitars are used for this song. The sound of Gt.-I is very similar to that of a mandolin, and a specially adapted instrument may have been used. The tuning is unclear, so it's shown scored as normal. Gt.-II

plays normal acoustic guitar chord strokes. As there is no rhythm section playing, the Gt.-II player needs to keep up a steady rhythm.

Intro. Am(onE) Fade In Am(onD#) Am(onD)

Vo. Gt.-I (A.Gt.) Gt.-II (A.Gt.)

Am(onD) Am(onD#) Am(onG) G Am(onG) G

① (Gt.) : In this pattern, the notes on the fourth string are like a drone. The fingering is rather difficult, so take your time over it.

② (Gt.) : Be sure that the 4th and 5th string notes don't sound here.

Am(onG) G Am(onG) G A Am6 G Am6 C Am6 G

Vo. The Queen of Light took her bow and then she turned to go,
ap-ples of the val-ley hold the seas of hap-pi-ness,

Gt.-I (8va)

Gt.-II

2

Am6 C Am6 G Am6 C Am6 G Am6 C

Vo. the Prince of Peace em-braced the gloom and walked the night, a-lone.
(the)ground is rich from ten-der care, re-pay, do not for-get,

Gt.-I

Gt.-II

(Chorus) D on, Am6 G

Vo. dance in the dark of night, sing to the morn-ing light.
(The) dark Lord rides in force...
(The) ap-ples turn to brown

Gt.-I

Gt.-II

3

③(Gt.) : The X sign on the tabulature signifies a strong mute.

Am6 C Am6 G Am6 C D

Vo. (2x) Oh, war is the com-mon cry,
(1x) Oh, throw down your plow and

to-night and time will tell us all.
and black, the ty-rant's face is red.

Gt.-I

Gt.-II

D Am6 G Am6 C Am6 G

Vo. pick up your swords and fly.
hoe, rest not to lock your homes.

Side by side we wait the might of the dark-est of them all.
(The) sky is filled with good and bad that mor-tals nev-er know.

Gt.-I

Gt.-II

Am6 Oh C D

Vo. Oh

Gt.-I

Gt.-II

Am6 G Am6 C Am6 G Am6 C C

Vo. I hear _____
Oh, well, _____

(8va)

Gt.-I

Gt.-II

D C D G7 C

Vo. the hors-es' thun-der down in the valley be-low, I'm wait-ing for the an-gels of Av-a-lon,
(the)night is long, (the)beads of time pass slow, tired eyes on the sun-rise

Gt.-I

Gt.-II

G7 C C Am6 G Am6 C Am6 G

Vo. wait-ing for the east-ern glow. The
wait-ing for the east-ern glow. The pain of war can-not ex-ceed the woe of after-math,

(8va)

Gt.-I

Gt.-II

Am6 C Am6 G Am6 C Am6 G Am6 C

Vo. the drums will shake the cas - tle wall, the ring wraiths ride in black, ride

Gt.-I

Gt.-II

D Am6 G

Vo. Sing as you raise your bow, shoot straight-er than be-fore, on. ride on No com - fort has the

Gt.-I

Gt.-II

Am6 C Am6 G Am6 C D

Vo. fire at night that lights the face so cold, dance in the dark of night,

Gt.-I

Gt.-II

Vo. D C D G7 C

sun is shining, the clouds of blue roll by, with flames from the dragon of dark - ness the

Gt.-I

Gt.-II

Vo. G7 C E Am Am (onE)

sun-light blinds his eyes,

Gt.-I

Gt.-II

Vo. Am (onE) Am (onD) Am (onD#)

Gt.-I

Gt.-II

④(Gt.) : Arpeggio playing.

Am (onE) Am (onD#) Am (onD)

Vo. Ah

Gt.-I

Gt.-II

Am (onD#) F Em

Vo.

Gt.-I (8va)

Gt.-II

Em

Vo. Bring it

Gt.-I

Gt.-II

Am6 G Am6 C Am6 G Am6 C Am6 G

back ———— Bring it back ———— Bring it back ———— Bring it back ———— Bring it back ———— Bring it back ———— Bring it

Gt.-I

14 10 12 10 14 10 12 15 15 10 14 10 12 10 14 10 12 12 12 10

Gt.-II

0 1 2 2 0 0 0 1 2 2 0 1 2 0

Am6 C Am6 G Am6 C D

back Bring it back Bring it back ———— (8va) Oh now Oh now Oh now Oh

Gt.-I

17 14 12 15 14 12 13 17 14 12 15 14 12 13 17 14 12

Gt.-II

2 3 2 0 0 1 2 2 0 0 1 2 2 0 1 2 0

D Am6 G Am6 C Am6 C

Oh now Oh now Oh now Bring it back ———— Bring it back ———— Bring it back ———— Bring it back ————

Gt.-I

15 14 12 13 12 12 14 12 10 12 13 17 12 13 12 12 10 14 10 12 10 14 12 15 15 10 14 10 12 10 14 12 12 12 10

Gt.-II

2 3 2 0 0 1 2 2 0 0 1 2 2 0 1 2 0 1 2 2 0 1 2 0

Vo. Am6 C D Oh now Oh now Oh now Oh Oh now Oh now Oh now bring bring bring it bring

Gt.-I 8. 8.

Gt.-II 8. 8.

Vo. Am6 C Am6 G Am6 C Am6 G Am6 C it bring it—bring it bring it bring it bring it—bring it bring it bring it

Gt.-I 14 15 14 12 12 13 0 0 0 0

Gt.-II 0 1 2 0 0 0 0 1 2 0 0 1 2 0

Vo. Am6 G Am6 C [H] (6times Repeat) G Am6 C Am6 G Am6 C

Gt.-I (8va)

Gt.-II

6times Repeat & Fade Out

LED ZEPPELIN

STAIRWAY TO HEAVEN

by Jimmy Page/Robert Plant
© 1971 SUPERHYPE PUBLISHING

STAIRWAY TO HEAVEN

GUITAR

This famous song is a veritable compendium of the rock guitarist's skills. Perfect pickwork and subtle shading are what give the song its character. You will need to work carefully through each section, regarding each as equally important. If you do so, you will find that this one song can teach you a great deal.

BASS

The gentle picking and relaxed feel of the first half followed by the dynamic attacking style of the second makes for quite a contrast. Melodious songs like this are

very much affected by the rhythm of the bass playing, so all unevenness must be avoided to provide the right backing for the melody and the solo.

DRUMS

As with the bass, the first and second halves of the song contrast strongly with each other. The key is to get the feel of the whole before you begin, and get that into your head in order to be able to bring out the mood of the song. In particular, pay attention to the length of each individual beat and stay right with the guitar riff. The bass drum playing also calls for some technical skill, and must be clear at all times.

The musical score is divided into two systems. The first system covers measures 1 through 8, and the second system covers measures 9 through 16. The score includes parts for Voice (Vo.), Guitar (Gt.), and Keyboard (Kb.).

System 1 (Measures 1-8):

- Vo.:** Chords: Am, AmΔ9(onA♭), Am(onG), D(onF♯), FΔ7, G, Am, Am, Am(onA♭).
- Gt.:** Features a complex arpeggiated riff. A circled '1' indicates a specific technique for the first measure. Fingering numbers (0-7) are provided for the left hand.
- Kb.:** Includes a section labeled '(Recorder)' in measures 7 and 8.

System 2 (Measures 9-16):

- Vo.:** Chords: Am7(onG), D(onF♯), FΔ7, G, Am, C, D, FΔ7, Am.
- Gt.:** Continues the arpeggiated pattern with various fingering numbers.
- Kb.:** Provides harmonic support with chords and single notes.

①(Gt.): It would be best to play these arpeggios with both pick and fingers together, but if you choose to use your fingers only, make sure you bring out the root note.

Chords: C G D C D FΔ7 Am C G

Vo. *p.*

Gt.-I

Kb.

Chords: FΔ7 B Am AmΔ9(onAb) Am7(onG) D(onF#) FΔ7 G Am

Vo. There's a la-dy who's sure all that glit-ters is gold and she's buy-ing a stair-way to heav-en. When she

Gt.-I

Kb.

Chords: Am AmΔ9(onAb) Am7(onG) D(onF#) FΔ7 G Am C D

Vo. gets there she knows if the stores are all closed with a word she can get what she came for. Ooh,

Gt.-I

Kb.

Vo. $F\Delta 7$ A_m C G D C D 3 $F\Delta 7$ A_m

ooh, — and she's buy - ing a stair - way to heav-en. There's a sign on the wall — but she wants to be sure — 'cause you

Gt.-I

Kb.

Vo. C D $F\Delta 7$ A_m7 $A_m\Delta 9(onA\flat)$ $A_m7(onG)$ $D(onF\#)$ $F\Delta 7$

know some - times words have two mean - ings. In a tree by the brook...there's a song -bird who sings, some-times all of our thoughts are mis -

Gt.-I

Kb.

Vo. G A_m A_m7 $A_m\Delta 9(onA\flat)$ $A_m7(onG)$ $D(onF\#)$ $F\Delta 7$ G A_m $Cadd9$

- giv - en.

Gt.-I

Kb.

Chorus section 1. Chords: Am7, G, D, Am7, Em7, D, Cadd9 D, Am7, G.

Vocals: Ooh, it makes me won-der, Ooh,

Gt.-I: (12 strings E.Gt.)

Gt.-II: (E.Piano)

Kb., Ba., Dr.: (Empty staves)

Chorus section 2. Chords: D, Am7, Em7, D, Cadd9 D, C^{2x}, G(onB), Am.

Vocals: it makes me won-der. There's a feel-ing I get when I look to the west, and my And it's whis-pered that soon if we all call the tune then the

Gt.-I: 4. (Mute)

Gt.-II: 4. (Mute)

Kb.: 4. (Mute)

Ba., Dr.: (Empty staves)

②(Gt.): Jimmy is playing a 12 string electric here. If you have only a six string, add on a chorus box which will help you get close to the 12 string sound.

Chords: C, G(onB), F, Am, C, G(onB), Am

Vo. spir - it is cry - ing for leav - ing. In my thoughts I have seen rings of smoke through the trees, and the
 pip - er will lead us to rea - son. And a new day will dawn for those who stand long and the

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

Chords: C, G(onB), F, Am, C, G(onB), Am7, G, D

Vo. voic - es of those who stand look - ing. for - ests will ech - o with laugh - ter.

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

Am7 Em D Cadd9 D Am7 G D Am7 Em

Vo. *Ooh*

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

D Cadd9 D **D** C G(onB) Am C G(onB) F

Vo. If there's a bus-tle in your hedge-row don't be a-larmed now, it's just a spring clean for the May—
Your head is hum-ming and it won't go in case you don't know, the pip-er's call-ing you to join—

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

③(Ba.) : The sound should be big and broad.
Watch the timing of the syncopation.

④(Dr.) : A simple eight beat rhythm pattern.
Take your time and let the rhythm swing easily.

Am C G(onB) Am C G(onB) F

Vo. — queen. — — — — — Yes, there are two paths you can go by — but in the long run there's still time to change — the road —
 him, Dear la - dy, can you hear the wind blow, and did you know your stair-way lies on the whis -

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

Am C G(onB) 1. Am7 G D Am Em7

Vo. — you're on. — — — — — And it makes me won - der. — — — — —
 - per - ing wind.

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

Chord progression: D Cadd9 D Am7 G D Am7 Em7 D Cadd9 D

Vo. (Vocal line)

Gt.-I (Guitar I)

Gt.-II (Guitar II)

Kb. (Keyboard)

Ba. (Bass)

Dr. (Drums)

2. a tempo

Chord progression: D E D C(#11) D

Vo. (Vocal line)

Gt.-I (Guitar I)

Gt.-II (Guitar II)

Kb. (Keyboard)

Ba. (Bass)

Dr. (Drums)

(A.Gt.) (Acoustic Guitar)

(E.Gt.) (Electric Guitar)

(Strings)

Am Am(onG) FΔ7 Am Am(onG) FΔ7 Am Am(onG)

Vo.

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

FΔ7 Am G F G Am G

Vo.

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

⑧ (Gt.): The timing of the syncopation needs to be spot on here in order to fill the gaps in the vocal line precisely.

MISTY MOUNTAIN HOP

GUITAR

A medium tempo number with a languid laid back sixties feel to it. The backing keeps up the same basic pattern throughout, but the fingering is not so simple, so take care over it. The syncopated eighth note sections with the bass guitar also merit extra attention. Throughout the song, you need very accurate rhythm playing to build and maintain the guitar line.

BASS

With few position changes and a relaxed tempo, this is a fairly easy number for the bass player. The beat changes a lot in the introduction, and you'll need to keep up your concentration in the unison parts with the guitar. There's

also a lot of syncopation, so your playing must be tight and rhythmic.

DRUMS

The song has a relaxed pace, but there's no lack of the characteristic Bonham power playing. The knack is to keep up a perfect rhythm while, together with the rest of the band, avoiding the temptation to rush ahead; if you can manage this, you'll be able to reproduce the laid back loping swing of the song. Be careful not to throw your rhythm out by making your strokes too powerful; put all your feeling into each individual stroke.

A7

Intro.

Vo.

Gt.-I

Gt.-II

Kb. (E.Piano)

Ba.

Dr.

The musical score is arranged in six staves. The top staff is for the Voice (Vo.), which has a whole rest for the duration of the piece. The second staff is for Guitar I (Gt.-I), which has a treble clef and a key signature of two sharps (F# and C#). It starts with a whole rest, followed by a measure of a quarter note G4, a quarter note A4, and a quarter note B4. The third staff is for Guitar II (Gt.-II), which has a bass clef and a key signature of two sharps. It starts with a whole rest, followed by a measure of a quarter note G2, a quarter note A2, and a quarter note B2. The fourth staff is for Keyboard (Kb.), which has a treble and bass clef and a key signature of two sharps. It starts with a whole rest, followed by a measure of a quarter note G4, a quarter note A4, and a quarter note B4. The fifth staff is for Bass (Ba.), which has a bass clef and a key signature of two sharps. It starts with a whole rest, followed by a measure of a quarter note G2, a quarter note A2, and a quarter note B2. The sixth staff is for Drums (Dr.), which has a bass clef and a key signature of two sharps. It starts with a whole rest, followed by a measure of a quarter note G2, a quarter note A2, and a quarter note B2. The score includes various musical notations such as notes, rests, and fingerings.

①(Gt.) : The guitar comes in behind the electric piano intro. Take care with the syncopation. When you play the 6/3 with your index finger, give it an extra touch to add the impression of a bend.

②(Ba.) : If you find this unison section with the guitar difficult, play the A on the first beat with the open fifth string.

A7

A A7

Vo. Walk in' in the park just the oth
did - n't no tice but it had

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

③

②

A7

2x

Vo. - er day, Ba - by, what do you, what do you think I saw?
got very dark and I was real - ly real-ly out of my mind.

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

③

③(Gt.) : The fingering in this vocal backing section will need extra practice as it's rather tricky.

④(Dr.) : This is the main rhythm pattern for the piece - powerful bass drum and snare strokes and hi-hat accents on every other beat.

A7

Vo. ^{2x}

Crowds of peo - ple sit - tin' on the
Just then a po - lice man stepped up to

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

A7

Vo. ^{2x}

grass with flow - ers said, in their hair said,
me and asked us said, "Please, hey, would we care
"Hey, Boy, do you wan-na score?"
to all get in line, get in line."

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

A7 D G7 A7

Vo. And you know how it is; I real-ly don't know what time it was, Well you know, they asked us to stay for tea and have some fun,

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

5

A7 D G7 A7

Vo. woh, oh, so I asked them if I could stay a- while. oh, oh, he said that his friends would all drop by, ooh.

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

5

⑤(Dr.) : There's a beat change here, so mind your snare position. Then comes a longish break; you can use the hi-hat pedal to count it.

Vo. A7

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

I — why — don't you — you — take
you go down

Vo. A7

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

a in good look at your - self and de - scribe what you see, Ba - by,
the streets to - day, Ba - by, you bet - ter, you you bet-ter o - pen your eyes.

A7

Vo. Ba - by, Ba - by, do you like it? Oh, Oh, Yeah, There you sit, sit Folk down there real-ly

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

A7

Vo. - ting spare like a book on a shelf rust in', ah, don't care, real-ly don't care, don't care, real-ly in', don't which, which way the pres- sure lies,

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

A7 to D G7

Vo. not try - in' to fight it. so I've de-cid - ed what I'm gon - na do now. You real-ly don't care if they're

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

A7 D G7 E7

Vo. oom - ing, oh, oh, I know that it's all a state of mind,

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

E7

E A7

Vo. *ooh.*

Gt.-I *cho.* *cho. cho.* *cho. cho.* *cho. g.*

Gt.-II *cho.* *cho. cho.* *cho. cho.* *cho.*

Kb.

Ba.

Dr.

A7

F D

Vo.

Gt.-I *8.* *6*

Gt.-II *s.* *s.* *s.* *s.* *s.* *cho. C.D.* *cho.* *cho. C.D.* *cho.*

Kb.

Ba.

Dr.

⑥(Gt.) : In this beautiful twin guitar lead harmony, watch the timing of your bends and slides.

A7

Vo.

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

A7

Vo.

Gt.-I

Gt.-II

Kb.

Ba.

Dr.

Fade out

LED ZEPPELIN

FOUR STICKS

by Jimmy Page/Robert Plant
© 1972 SUPERHYPE PUBLISHING

FOUR STICKS

GUITAR

This song features some complex guitar overdubbing, but there's not too much of it, so it's possible to play in the way we've shown in the score as Gt.-I and II. There's some lovely twin guitar ensemble playing in the intro., so make sure the pitch of the two instruments is right. The other point to watch is the precision of the time changes from 5/8 to 6/8 and back again.

BASS

Accuracy in time changes and tightness in the unison

passages are the main points for the bass player. In [B] and [D] sections, the bass sounds quite free, but watch you don't lose the rhythm for all that. Each 16th note should be played clearly and precisely.

DRUMS

This is quite a complex rhythm. The main point to note is the hi-hat and off beats on the bass drum. The hands are playing mostly toms with fill-in like strokes. Tackle these only after you've mastered the continuous open hi-hat and off beat bass drum pattern.

①(Dr.) : This hi-hat and bass drum pattern goes right through the song. Make the 16th notes precise.

Chord progression: A^(onE) G Em A^(onE)

Vo. (Vocal):

Gt.-I (Guitar I):

Gt.-II (Guitar II):

Ba. (Bass):

Dr. (Drums):

Chord progression: G Em A Em

Vo. (Vocal):

Gt.-I (Guitar I):

Gt.-II (Guitar II):

Ba. (Bass):

Dr. (Drums):

Oh, _____ Ba - by, it's
Oh, _____ Ba - by, the

Em

Vo. 


Gt.-I 


Gt.-II 

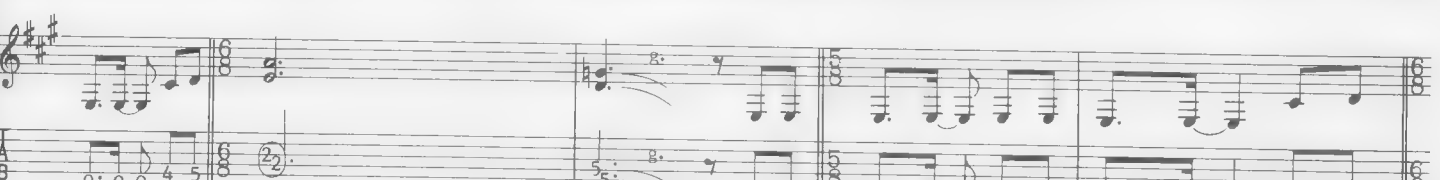
Ba. 

Dr. 


Em A(onE) G Em

Vo. 

Gt.-I 

Gt.-II 

Ba. 

Dr. 

A (on E) G 1. Em 2. A

Vo. think I can hold out long. 'cause you know I got -ta get a - way from you, Babe.

Gt.-I (A.Gt.)

Gt.-II

Ba.

Dr.

A

Vo. And when the owls cry in the night, oh, Ba - by, Ba - by, when the

Gt.-I

Gt.-II

Ba.

Dr.

② (Gt.) : This is the only acoustic guitar section. In this octave playing, make sure you mute well to suppress unwanted notes.

③ (Gt.) : You'll need a chorus box here; the basic setting should be clear and free of distortion.

④ (Ba.) : Free ad-libbing around the A chord.

A

Vo. pines begin to cry, _____ Ba - by, Ba - by, Ba - by, how do you feel? _____

Gt.-I

Gt.-II

Ba.

Dr.

A Em

Vo. If the riv - er runs dry, _____ Ba - by, how would you feel? _____

Gt.-I

Gt.-II

Ba.

Dr.

(A.Gt.) (E.Gt.)

2 3 4

Em

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

Em A^(onE) G Em

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

Em A (on E) G Em

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

C Em

Vo.

Craze, _____ Ba - by, the rain - bow's _____ end, mmm, _____

Gt.-I

Gt.-II

Ba.

Dr.

Em A(onE) G Em

Vo. Ba - by, it's just(a)den - (for)those(who)hide, (who)hide their love to depths of life

Gt.-I

Gt.-II

Ba.

Dr.

A(onE) A

Vo. and ru - in dreams that we all knew so, Babe. oh, ah, well I was tryin' - Ba - by, Ba - by,

Gt.-I

Gt.-II

Ba.

Dr.

⑤ (Gt.) : see ② above.

⑥ (Gt.) : see ③ above.

⑦ (Ba.) : see ④ above.

A

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

A

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

A

Vo. Ah. Ba-by, how do you feel

G D(onF#) Em D(onF#) G A B A

8 (Synth.)

Gt.-I

Gt.-II

Ba.

Dr.

B(onA) G D(onF#) Em D(onF#) G A G A 1.

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

8 (Syn.) : Synthesiser passage.

A | 2. A

Vo. (Synth.) F Em Woo Yeah

Gt.-I (A.Gt.) (E.Gt.)

Gt.-II

Ba.

Dr.

8

5

6

7

Em

Vo. riv - er and all Woo Yeah

Gt.-I

Gt.-II

Ba.

Dr.

Em A (onE) G Em

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

A (onE) G Em

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

Em

Em

G

Woo

Woo

Em

Woo

Ah

Repeat & Fade Out

LED ZEPPELIN

GOING TO CALIFORNIA

by Jimmy Page/Robert Plant
© 1972 SUPERHYPE PUBLISHING

GOING TO CALIFORNIA

GUITAR

A purely acoustic guitar number for three instruments, but we've shown just two in the score. Gt.-I sounds like a gut stringed guitar, capable of playing really high notes with ease. A regular folk guitar can be used for this. Gt.-II is a six string tuned to D and plays mostly arpeggio style.

Intro. D

Vo.

Gt.-I (A.Gt.)

Gt.-II (A.Gt. 6th Strings = D)

1

2

G
A (3 times Repeat)

Vo.

Gt.-I

Gt.-II

① (Gt.) : This phrase is repeated just twice.

② (Gt.) : The basic arpeggio backing pattern of the song.

D

Vo. all my wine. _____
in my heart. _____
in her hair. _____

Gt.-I

Gt.-II

B Dm G D

Vo.

Gt.-I

Gt.-II

Dm G D

Vo.

Gt.-I

Gt.-II

Vo. D [C] G

Took my chanc - es on a big jet plane, _____
The sea was red _____ and the sky _____ was grey, _____

Gt.-I 8va

Gt.-II

Vo. G D

nev-er let them tell you that they're all _____ the same.
Won-dered how to - mor- row could ev- er fol- low to - day. _____

Gt.-I

Gt.-II

Vo. D G

Oh (The) mountains and the can-yons started (to) trem-ble and shake _____ (as the)

Gt.-I

Gt.-II

G D

Vo. children of the sun be-gan to awake. watch out

Gt.-I

Gt.-II

D Dm

Vo. Seems that the wrath of the Gods got a punch on the nose.

Gt.-I

Gt.-II

Dm A

Vo. and it start - ed to flow; I think I might be sink - ing.

Gt.-I

Gt.-II

A

Vo.

Throw me a line if I reach it in time

Gt.-I

Gt.-II

Dm

Dm

Vo.

I'll meet you up there where the path runs straight and high

Gt.-I

Gt.-II

A

A

Vo.

I'll meet you up there where the path runs straight and high

Gt.-I

Gt.-II

E D

Vo. G D

Tell-ing my -self — it's not as hard, hard, hard, — as it seems. — Woo —

Gt.-I

Gt.-II

Vo. D G Dm

Ah

Gt.-I

Gt.-II

Vo. D Dm G

Gt.-I

Gt.-II

System 1

Vo. D D

Gt.-I

Gt.-II

System 2

Vo. D

Gt.-I

Gt.-II

System 3

Vo. D

Gt.-I

Gt.-II

Repeat & Fade Out

LED ZEPPELIN

WHEN THE LEVEE BREAKS

by Jimmy Page/Robert Plant/John Paul Jones/John Bonham/Memphis Minnie
© 1972 SUPERHYPE PUBLISHING

WHEN THE LEVEE BREAKS

GUITAR

An unorthodox open F tuning is used for Gt.-I: from the first string - F,C,F,C,A,F. Bottleneck is used in places, so have one handy on the little finger of your left hand. Gt.-II, which is tuned normally, also requires a bottleneck.

BASS

The bass playing is quite free for the most part, but here and there are phrases where the bass player must be together with the guitarist. The best approach is a basic pattern with decorative fills. Note values are often small,

but you'll need to feel the drummer's groove to make every beat count.

DRUMS

The intro features an effective use of echo best reproduced by using a digital delay. The number has a basic 16 beat feeling, yet the groove is a really heavy one. Every stroke must be played with great power, and the eighth note hi-hat rhythm kept rock steady. Pay attention also to the balance between the hi-hat, snare and bass drum.

Vo. Intro. (Blues Harp) 3 F

Gt.-I (Open F Tuning) F C F C A F 3 0 0 0 0 0 3 0 0 3 0 5

Gt.-II A B C

Ba. 1 3 3 3 3 1 3 3 3 3 1 3 3 3 1 3 3 3

Dr. 2

① (B.H.) : This is an Eb major blues harp with plenty of reverb.

② (Dr.) : Note the use of echo. Set the delay for 16th note timing.

Vo. ^F

Gt.-I

Gt.-II

Ba.

Dr.

Vo. ^F

Gt.-I

Gt.-II

Ba.

Dr.

A F

Vo. keeps on rainin', _____ lev-ee's goin' to break _____ if it keeps on rain - in' lev -ee's goin' to break, _____

Gt.-I

Gt.-II

Ba.

Dr.

F

Vo. _____ when the lev-ee breaks _____ (I'll) have no place to stay. _____

Gt.-I

Gt.-II

Ba.

Dr.

F

Vo. Mean old lev-ee taught me to weep and moan, Lord, mean old lev-ee taught me to weep and moan,

Gt.-I

Gt.-II

Ba.

Dr.

F

Vo. it's got what it takes to make a mountain man leave his home, Oh, well, oh, well, oh, well,

Gt.-I

Gt.-II

Ba.

Dr.

F B \flat C E \flat F F B \flat C E \flat F F

Vo. E (Blues Harp) →

Ah ————— Ah —————

Gt.-I

Gt.-II

Ba.

Dr.

(Bottleneck) (8va)

F

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

Vo. F

Gt.-I

Gt.-II

Ba.

Dr.

Vo. F

Gt.-I

Gt.-II

Ba.

Dr.

F Db(onAb) Eb(onBb) Ab Fm Ab Fm Db(onAb) Eb(onBb)

Vo. *(Blues Harp)*

Gt.-I *Bottleneck*

Gt.-II

Ba.

Dr.

Ab Fm Ab Fm

Vo. *G* F

Cryin' won't help you, prayin' won't do you no good, now,

Gt.-I

Gt.-II

Ba.

Dr.

Vo. ^F
cryin' won't help you, prayin' won't do you no good, oh, when the lev-ee breaks, ma-ma, you got to move. Ah Woo

Gt.-I

Gt.-II

Ba.

Dr.

Vo. ^F (Blues Harp)
All last night sat on the levee and moaned,

Gt.-I

Gt.-II

Ba.

Dr.

Vo. ^F
all last night — sat on the levee and moaned, — thinkin' 'bout my ba - by and my hap - py home. Ah —

Gt.-I

Gt.-II

Ba.

Dr.

Vo. ^H ^{Db(onAb)} ^{Eb(onBb)} ^{Ab} ^{Fm} ^{Ab} ^{Fm} ^{Db(onAb)} ^{Eb(onBb)} ^{Ab} ^{Fm} ^{Ab} ^{Fm}
(Blues Harp)

Gt.-I

Gt.-II

Ba.

Dr.

Bottleneck

I F C F B \flat C E \flat F F C F B \flat C E \flat F

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

F C F B \flat C E \flat F F C F B \flat C E \flat F

Vo.

Gt.-I

Gt.-II

Ba.

Dr.

Ah Ah Ah Ah Ah Ah Ah Ah

8va

Chord progression: F C F B \flat C E \flat F C F B \flat C E \flat F

Vo. Oh Oh

Gt.-I

Gt.-II

Ba.

Dr.

Chord progression: F (10times Repeat) A \flat F

Vo. Chi-ca-go Going g-n' to Chi-ca-go, Woo

Gt.-I

Gt.-II

Ba.

Dr.

⑤ (Gt.) : You'll need delay here too.

⑥ (Gt.) : Reverse echo here for the final flourish. We can't show it on the score. Experiment with digital delay.

LED ZEPPELIN IV

BLACK DOG

ROCK AND ROLL

THE BATTLE OF EVERMORE

STAIRWAY TO HEAVEN

MISTY MOUNTAIN HOP

FOUR STICKS

GOING TO CALIFORNIA

WHEN THE LEVEE BREAKS

A WARNER CHAPPELL MUSIC LTD/RITTOR PUBLICATION



International Music Publications
Southend Road, Woodford Green, Essex IG8 8HN, England.

Order Ref: 21588

KY: 29880

ISBN 0-86359-763-7



9 780863 597633